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2 [Speech and sketching: an empirical study of multimodal interaction](#)

[A. Adler, R. Davis](#)

August 2007 **SBI M '07**: Proceedings of the 4th Eurographics workshop on S modeling

Publisher: ACM

Full text available: [Pdf](#) (578.14 KB)

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Sketch recognition can capture the sketching component of a multimodal interaction, but it does not capture information conveyed in the other modalities. The sketch often has a considerable amount of additional information.

3 [WireGL: a scalable graphics system for clusters](#)

[Greg Humphreys, Matthew Eldridge, Ian Buck, Gordon Stoll, Matthew Ever](#)

August 2001 **SIGGRAPH '01**: Proceedings of the 28th annual conference on interactive techniques

Publisher: ACM [Request Permissions](#)

Full text available: [Pdf](#) (333.39 KB)

Additional Information: [full citation](#), [abstract](#), [re](#)

Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 65, Citation

We describe WireGL, a system for scalable interactive rendering on a cluster. It provides the familiar OpenGL API to each node in a cluster, virtualizing it into a sort-first parallel renderer with a parallel ...

Keywords: cluster rendering, parallel rendering, remote graphics, scalable virtual graphics

4 [interactions: Volume 15 Issue 2](#)

March 2008 interactions

Publisher: ACM



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5 [Setting up X11: A no-tears guide to XFree86 configuration.](#)

[Greg Lehey](#)


July 1995 **Linux Journal** , Volume 1995 Issue 15es

Publisher: Specialized Systems Consultants, Inc.

Full text available:  [Html](#) (24.42 KB) Additional Information: [full citation](#), [index terms](#)


Bibliometrics: Downloads (6 Weeks): 0, Downloads (12 Months): 2, Citations: 0

6 [Building an autonomous vehicle by integrating lego mindstorms and](#)

 [Daniel E. Stevenson](#), [James D. Schwarzmeier](#)

March 2007 **SIGCSE '07: Proceedings of the 38th SIGCSE technical symposium on computer science education**

Publisher: ACM  [Request Permissions](#)

Full text available:  [Pdf](#) (1.02 MB) Additional Information: [full citation](#), [abstract](#), [review](#)

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 117, Citations: 0


There are many possible ways to integrate Lego Mindstorms robots into science curriculum. This paper presents a way to use these robots to teach science by building an autonomous vehicle. The vehicle uses an off-the-shelf ...

Keywords: RCX, image processing, leJOS, lego, robotics, vision

Also published in:


March 2007 **SIGCSE Bulletin** Volume 39 Issue 1

7 [ACM SIGMM retreat report on future directions in multimedia research](#)

 [Lawrence A. Rowe](#), [Ramesh Jain](#)

February 2005 **Transactions on Multimedia Computing, Communications, and Applications (TOMCCAP)** , Volume 1 Issue 1

Publisher: ACM  [Request Permissions](#)


Full text available:  [Pdf](#) (89.14 KB) Additional Information: [full citation](#), [abstract](#), [review](#)

Bibliometrics: Downloads (6 Weeks): 21, Downloads (12 Months): 146, Citations: 0

The ACM Multimedia Special Interest Group was created ten years ago. We have solved a number of important problems related to multimedia processing and distributed multimedia applications. A strategic retreat ...

Keywords: Multimedia authoring, distributed collaboration, multimedia and indexing, tele-presence

8 [High performance imaging using large camera arrays](#)

 [Bennett Wilburn](#), [Neel Joshi](#), [Vaibhav Vaish](#), [Eino-Ville Talvala](#), [Emilio Antonio Adams](#), [Mark Horowitz](#), [Marc Levoy](#)

July 2005 **SIGGRAPH '05: SIGGRAPH 2005 Papers**

Publisher: ACM  [Request Permissions](#)

Full text available:  [Mov](#) (21:45 MIN),  [Pdf](#) (902.47 KB) Additional Information: [full citation](#), [index](#), [bibtex](#)

Bibliometrics: Downloads (6 Weeks): 55, Downloads (12 Months): 262, Citations: 0


The advent of inexpensive digital image sensors and the ability to create information from a number of sensed images are changing the way we see the world. In this paper, we describe a unique array of 100 custom video cameras that can be used to capture a 3D scene from a single point of view.

Keywords: camera arrays, spatiotemporal sampling, synthetic aperture



Also published in:

July 2005 **Transactions on Graphics (TOG)** Volume 24 Issue 3

9 [Communications of the ACM: Volume 52 Issue 6](#)


 June 2009 [Communications of the ACM](#)

Publisher: ACM


Full text available:  [Digital Edition](#),  [Pdf](#) (6.34 MB) Additional Information: [full citation](#), [index](#), [bibtex](#)

Bibliometrics: Downloads (6 Weeks): 1808, Downloads (12 Months): 1930, Citations: 0

10 [Meeting technology challenges of pervasive augmented reality game](#)

 Wolfgang Broll, Jan Ohlenburg, Irma Lindt, Iris Herbst, Anne-Kathrin Braur
October 2006 **NetGames '06: Proceedings of 5th ACM SIGCOMM workshop on support for games**

Publisher: ACM  [Request Permissions](#)

Full text available:  [Pdf](#) (370.77 KB) Additional Information: [full citation](#), [abstract](#), [index](#), [bibtex](#)

Bibliometrics: Downloads (6 Weeks): 20, Downloads (12 Months): 220, Citations: 0

Pervasive games provide a new type of game combining new technology with the social interaction of the players. While this already poses new challenges to the game developers, it is even higher for pervasive Augmented Reality games, where the player's experience is directly influenced by the environment.

Keywords: augmented reality, mixed reality, pervasive gaming, ubiquitous computing

11 [Situational visualization](#)

 David M. Krum, William Ribarsky, Christopher D. Shaw, Larry F. Hodges, N. M. S. ...
November 2001 **VRST '01: Proceedings of the ACM symposium on Virtual reality**




Publisher: ACM  [Request Permissions](#)

Full text available:  [Pdf](#) (1.12 MB) Additional Information: [full citation](#), [abstract](#), [index](#), [bibtex](#)




Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 53, Citations: 0




In this paper, we introduce a new style of visualization called *Situational Visualization*. A user of a robust, mobile visualization system uses mobile computing resources to acquire and understand the surrounding environment in real-time.




Keywords: dynamic databases, location and time-specific user input, location-based services, mobile users and collaborators, real-time acquisition and insertion of data

-  [Visualizing geospatial data](#)
 Theresa Marie Rhyne, Alan MacEachren, Theresa-Marie Rhyne
 August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**
Publisher: ACM  [Request Permissions](#)
 Full text available:  Pdf (14.01 MB) Additional Information: [full citation](#), [abstract](#)
Bibliometrics: Downloads (6 Weeks): 99, Downloads (12 Months): 930, Citations: 1

This course reviews concepts and highlights new directions in GeoVisual of integrating geospatial data and geographic information systems (GIS information visualization (VIS) methods. These include: • ...





- 13 [Frameworks for component-based client/server computing](#)
 Scott M. Lewandowski
 March 1998 **Computing Surveys (CSUR)**, Volume 30 Issue 1
Publisher: ACM  [Request Permissions](#)
 Full text available:  Pdf (243.81 KB) Additional Information: [full citation](#), [references](#)
Bibliometrics: Downloads (6 Weeks): 30, Downloads (12 Months): 225, Citations: 1




- 14 [Communications of the ACM: Volume 51 Issue 8](#)
 August 2008 Communications of the ACM
Publisher: ACM
 Full text available:  Digital Edition,  Pdf (6.85 MB) Additional Information: [full citation](#)
Bibliometrics: Downloads (6 Weeks): 256, Downloads (12 Months): 2944, Citations: 1

- 15 [Lightning-2: a high-performance display subsystem for PC clusters](#)
 Gordon Stoll, Matthew Eldridge, Dan Patterson, Art Webb, Steven Berman, Milton Taveira, Stephen Hunt, Pat Hanrahan
 August 2001 **SIGGRAPH '01: Proceedings of the 28th annual conference on interactive techniques**
Publisher: ACM  [Request Permissions](#)
 Full text available:  Pdf (2.06 MB) Additional Information: [full citation](#), [abstract](#), [terms, r](#)
Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 40, Citations: 1


Clusters of PCs are increasingly popular as cost-effective platforms for s applications. Given recent performance improvements in graphics accel attractive for demanding graphics applications. We describe ...

Keywords: graphics hardware, graphics systems, parallel computing, r systems

- 16 [All-optical networks](#)
 Samir Chatterjee, Suzanne Pawlowski
 June 1999 **Communications of the ACM**, Volume 42 Issue 6
Publisher: ACM  [Request Permissions](#)
 Full text available:  Html (42.58 KB),  Pdf (296.73 KB) Additional Information: [full citation](#), [terms, r](#)
Bibliometrics: Downloads (6 Weeks): 16, Downloads (12 Months): 147, Citations: 1




-  [Web-based multimedia tools for sharing educational resources](#)
 Shervin Shirmohammadi, Abdulmotaleb El Saddik, Nicolas D. Georganas, F
 March 2001 **Journal on Educational Resources in Computing (JERIC)**
Publisher: ACM  [Request Permissions](#)
 Full text available:  Pdf (482.96 KB) Additional Information: [full citation](#), [abstract](#), [review](#)
Bibliometrics: Downloads (6 Weeks): 9, Downloads (12 Months): 54, Citation

Many educational resources and objects have been developed as Java a
 can accessed by simply downloading them from various repositories. It
 these resources in real time, for instance when an instructor ...

- 18** [Design and implementation of a large-scale hybrid distributed graphi](#)
 Jian Yang, Jiaoying Shi, Zhefan Jin, Hui Zhang
 September 2002 **EGPGV '02: Proceedings of the Fourth Eurographics Works**
 Visualization
Publisher: Eurographics Association
 Full text available:  Pdf (237.87 KB) Additional Information: [full citation](#), [abstract](#), [review](#)
Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 39, Citation




Although modern graphics hardware has strong capability to render mill
 second, huge scenes are still unable to be rendered in real-time. Lots of
 graphics systems are explored to solve this problem. However ...

Keywords: geometry compression, global share, image composition, ir
 cluster rendering, logical timestamp, memory explosion, parallel render
 displays, virtual graphics

- 19** [A high-speed network interface for distributed-memory systems: arcl](#)
 Peter Steenkiste
 February 1997 **Transactions on Computer Systems (TOCS)** , Volume 15 Iss
Publisher: ACM  [Request Permissions](#)
 Full text available:  Pdf (993.12 KB) Additional Information: [full citation](#), [abstract](#), [review](#)
Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 66, Citation

Distributed-memory systems have traditionally had great difficulty perfo
 proportional to their computational power. The problem is that the netw
 network I/O for a supercomputer, using computational ...

Keywords: I/O architecture, application-managed I/O, data reshuffling
 network interface, outboard buffering, protocol processing, resource ma





- 20** [Tools and approaches for developing data-intensive Web application](#)
 Piero Fraternali
 September 1999 **Computing Surveys (CSUR)** , Volume 31 Issue 3
Publisher: ACM  [Request Permissions](#)
 Full text available:  Pdf (524.80 KB) Additional Information: [full citation](#), [abstract](#), [review](#)
Bibliometrics: Downloads (6 Weeks): 52, Downloads (12 Months): 538, Citatic

The exponential growth and capillar diffusion of the Web are nurturing a applications, characterized by a direct business-to-customer relationship applications is a hybrid between traditional IS development ...

Keywords: HTML, Intranet, WWW, application, development

Rt

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